

In the Claims

Claims 1, 4, 8, 21, 27, 28-30, 39 and 47 are amended.

Claim 26 is canceled.

Claims 49-51 are added.

Claims 1-25 and 27-51 remain in the application and are listed below:

1. (Currently Amended) A software-implemented video rendering system comprising:

a video application configured to enable a user to combine multiple different video clips; and

a bitmap processor operatively coupled with the video application and configured to receive a first bitmap that can be used to render a transition between video clips and automatically process the first bitmap to provide a different transition between video clips, wherein the first bitmap does not comprise video clip content.

2. (Original) The software-implemented video rendering system of claim 1, wherein the bitmap processor is configured to process the first bitmap to provide a second bitmap that is different from the first bitmap, the second bitmap being configured to render the different transition.

3. (Original) The software-implemented video rendering system of claim 1, wherein the bitmap processor comprises multiple modules each of which being configured to operate upon the first bitmap to provide either or both of (1) a

1 different bitmap or (2) a transition that is different from the transition provided by
2 the first bitmap.

3
4 4. (Currently Amended) The software-implemented video rendering
5 system of claim 3, wherein one of the modules comprises a ~~shrinking/stretching~~
6 shrinking and stretching module that is configured to shrink or stretch,
7 respectively, the first bitmap.

8
9 5. (Original) The software-implemented video rendering system of
10 claim 3, wherein one of the modules comprises a replication module that is
11 configured to replicate the first bitmap.

12
13 6. (Original) The software-implemented video rendering system of
14 claim 3, wherein one of the modules comprises an offset module that is configured
15 to provide a transition that is offset from a transition provided by the first bitmap.

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17 7. (Original) The software-implemented video rendering system of
18 claim 3, wherein one of the modules comprises a border module that is configured
19 to provide a border in a transition defined by the first bitmap.

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21 8. (Currently Amended) The software-implemented video rendering
22 system of claim 3, wherein the one or more modules comprise modules selected
23 from a group consisting of:

24 a ~~shrinking/stretching~~ shrinking and stretching module that is configured to
25 shrink or stretch, respectively, the first bitmap;

1 a replication module that is configured to replicate the first bitmap;
2 an offset module that is configured to provide a transition that is offset from
3 a transition provided by the first bitmap; and
4 a border module that is configured to provide a border in a transition
5 defined by the first bitmap.

6
7 9. (Original) The software-implemented video rendering system of
8 claim 1, wherein the bitmap processor is configured to receive one or more
9 parameters provided by a user and use those parameters to process the first bitmap.

10
11 10. (Original) The software-implemented video rendering system of
12 claim 9, wherein the bitmap processor is configured to use the one or more
13 parameters to change the structure of the first bitmap.

14
15 11. (Original) Computer-readable media having software code that
16 implements the video rendering system of claim 1.

17
18 /12. (Original) A method of displaying a video comprising:
19 selecting a bitmap that defines a first transition that can be used to
20 transition between video clips;
21 operating upon the bitmap to provide a second transition that is different
22 from the first transition by using one or more parameters that are provided by a
23 user, the parameters being used to operate upon the bitmap; and
24 effecting the second transition between video clips.
25

1 13. (Original) The method of claim 12, wherein said operating
2 comprises providing a second bitmap that is different from the first-mentioned
3 bitmap.

4
5 14. (Original) The method of claim 12, wherein said operating
6 comprises stretching the first-mentioned bitmap.

7
8 15. (Original) The method of claim 12, wherein said operating
9 comprises shrinking the first-mentioned bitmap.

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11 16. (Original) The method of claim 12, wherein said operating
12 comprises at least one of stretching and shrinking the first-mentioned bitmap.

13
14 17. (Original) The method of claim 12, wherein said operating
15 comprises replicating the first-mentioned bitmap.

16
17 18. (Original) The method of claim 12, wherein said operating
18 comprises offsetting the first-mentioned bitmap.

19
20 19. (Original) The method of claim 12, wherein said operating
21 comprises providing a border that is used in connection with the first-mentioned
22 bitmap to effect the second transition.

23
24 20. (Original) The method of claim 12, wherein said operating
25 comprises one or more of:

1 stretching the first-mentioned bitmap;
2 shrinking the first-mentioned bitmap;
3 replicating the first-mentioned bitmap;
4 offsetting the first-mentioned bitmap; and
5 providing a border that is used in connection with the first-mentioned
6 bitmap to effect the second transition.

7
8 21. (Currently Amended) A video application embodied on a computer-
9 readable medium that is programmed to implement the method of claim 12.

10
11 22. (Original) One or more computer-readable media having computer-
12 readable instructions thereon which, when executed by a computer, implement the
13 method of claim 12.

14
15 23. (Original) A method of displaying a multi-media editing project
16 comprising:

17 receiving one or more parameters from a user, the parameters being
18 associated with a multi-media editing project and relating to a transition that can
19 be applied between two video clips in the project;

20 selecting a bitmap that defines a first transition that can be used to
21 transition between the video clips;

22 operating upon the bitmap to provide a second transition that is different
23 from the first transition by using the one or more parameters; and

24 effecting the second transition between video clips.
25

1 24. (Original) The method of claim 23, wherein said operating
2 comprises providing a second bitmap that is different from the first-mentioned
3 bitmap.

4
5 25. (Original) The method of claim 23, wherein said operating
6 comprises one or more of: stretching the first-mentioned bitmap, shrinking the
7 first-mentioned bitmap, replicating the first-mentioned bitmap, offsetting the first-
8 mentioned bitmap, and providing a border that is used in connection with the first-
9 mentioned bitmap to effect the second transition.

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11 / 26. (Canceled).

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13 / 27. (Currently Amended) One or more computer-readable media having
14 computer-readable instructions thereon which, when executed by a computer,
15 cause the computer to:

16 select a first bitmap ~~associated with~~ that defines a transition that can be
17 applied between two video clips in a video editing project;

18 operate upon the first bitmap to provide a second bitmap that is different
19 from the first bitmap by using one or more parameters that are provided by a user,
20 the first bitmap being operated upon by operations comprising one or more of the
21 following operations: stretching, shrinking, replicating, and offsetting; and

22 use the second bitmap in a transition between at least two videos.

23
24 / 28. (Currently Amended) A software-implemented method of displaying
25 a multi-media editing project comprising:

providing a user interface (UI) through which a user can enter one or more parameters that can be used to manipulate a bitmap-defined transition;
receiving one or more parameters that are entered by a user via the UI;
selecting a first bitmap that defines a transition and is associated with the one or more parameters entered by the user;
automatically operating upon the first bitmap to provide a second bitmap that defines a transition that is different from the transition defined by the first bitmap by using the one or more parameters that are provided by a user, said operating comprising performing one or more of the following operations on the first bitmap: stretching, shrinking, replicating, and offsetting; and
using the second bitmap in a transition between at least two videos.

29. (Currently Amended) A multi-media project editing application embodied on a computer readable medium programmed to implement the method of claim 28.

30. (Currently Amended) A multi-media project editing system comprising:

a software implemented bitmap processor configured for use in connection with a multi-media editing application to effect a transition between different videos, the bitmap processor being configured to:

receive one or more parameters from a user;
select a first bitmap that ~~is to be used to render~~ defines a first transition between two videos;

1 operate upon the first bitmap in accordance with the one or more
2 parameters to provide a second transition that is different from the first transition;
3 and

4 apply the second transition between two videos.

5
6 31. (Original) The multi-media project editing system of claim 30,
7 wherein the bitmap processor operates upon the first bitmap to provide a second
8 bitmap that defines the second transition.

9
10 32. (Original) The multi-media project editing system of claim 31,
11 wherein the bitmap processor is configured to rescale the second bitmap so that it
12 contains a predetermined number of gray scale values.

13
14 33. (Original) The multi-media project editing system of claim 31,
15 wherein the bitmap processor can operate upon the first bitmap by stretching the
16 first bitmap.

17
18 34. (Original) The multi-media project editing system of claim 31,
19 wherein the bitmap processor can operate upon the first bitmap by shrinking the
20 first bitmap.

21
22 35. (Original) The multi-media project editing system of claim 31,
23 wherein the bitmap processor can operate upon the first bitmap by stretching or
24 shrinking the first bitmap.
25

1 36. (Original) The multi-media project editing system of claim 31,
2 wherein the bitmap processor can operate upon the first bitmap by replicating the
3 first bitmap.

4
5 37. (Original) The multi-media project editing system of claim 31,
6 wherein the bitmap processor can operate upon the first bitmap by offsetting the
7 first bitmap.

8
9 38. (Original) The multi-media project editing system of claim 30,
10 wherein the bitmap processor can operate upon the first bitmap to provide a border
11 within a transition that is defined by the first bitmap.

12
13 39. (Currently Amended) A method of displaying a multi-media editing
14 project comprising:

15 selecting a first bitmap comprising multiple pixels, each pixel being
16 capable of having one of a number of predetermined of gray scale values, the first
17 ~~bitmap being configured for use in effecting~~ defining a transition between two
18 videos in a multi-media editing project;

19 operating upon the selected first bitmap to provide a second bitmap that is
20 different from the first bitmap by using one or more parameters that are provided
21 by a user, the second bit map defining a different transition;

22 rescaling the second bitmap to ensure that pixels of the second bit map
23 have, collectively, all of the predetermined gray scale values; and

24 using the second bitmap in a transition between at least two videos.
25

1 40. (Original) The method of claim 39 further comprising receiving one
2 or more parameters specified by a user.

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4 41. (Original) The method of claim 39, wherein said operating
5 comprises stretching the selected bitmap.

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7 42. (Original) The method of claim 39, wherein said operating
8 comprises shrinking the selected bitmap.

9
10 43. (Original) The method of claim 39, wherein said operating
11 comprises at least one of stretching or shrinking the selected bitmap.

12
13 44. (Original) The method of claim 39, wherein said operating
14 comprises replicating the selected bitmap.

15
16 45. (Original) The method of claim 39, wherein said operating
17 comprises offsetting the selected bitmap.

18
19 46. (Original) The method of claim 39, wherein said operating
20 comprises one or more of: stretching the selected bitmap, shrinking the selected
21 bitmap, replicating the selected bitmap, and offsetting the selected bitmap.

22
23 47. (Currently Amended) A multi-media project editing application
24 embodied on a computer readable medium and programmed to implement the
25 method of claim 39.

A2 48. (Original) One or more computer-readable media having computer-readable instructions thereon which, when executed by a computer, implement the method of claim 39.

49. (Represented—Formerly Dependent Claim 26) A method of displaying a multi-media editing project comprising:
receiving one or more parameters from a user, the parameters being associated with a multi-media editing project and relating to a transition that can be applied between two video clips in the project;

selecting a bitmap that defines a first transition that can be used to transition between the video clips;

A3 operating upon the bitmap to provide a second transition that is different from the first transition by using the one or more parameters; and

effecting the second transition between video clips,

wherein said receiving comprises receiving parameters that define a range that, in turn, defines a border thickness of a border that is used in connection with the first-mentioned bitmap to effect the second transition.

50. (New) The method of claim 49, wherein said operating comprises providing a second bitmap that is different from the first-mentioned bitmap.

51. (New) The method of claim 49, wherein said operating comprises one or more of: stretching the first-mentioned bitmap, shrinking the first-mentioned bitmap, replicating the first-mentioned bitmap, offsetting the first-

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1 mentioned bitmap, and providing a border that is used in connection with the first-
2 mentioned bitmap to effect the second transition.

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